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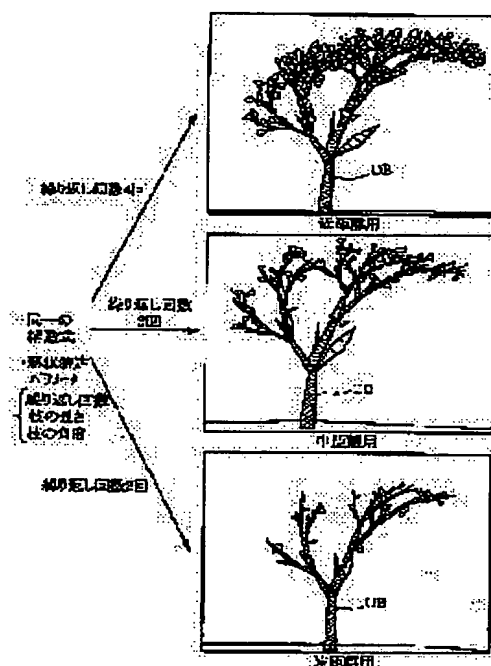
## (54) GAME SYSTEM AND INFORMATION MEMORY MEDIUM

### (57)Abstract:

**PROBLEM TO BE SOLVED:** To provide a game system with a memory medium of its information, which realizes processing of image generation, using a recursive generation of a self-similarity with small burden of processing and small memory capacity for use.

**SOLUTION:** A self-similarity is generated recursively by the predetermined number of times of repeating by using L system and the like, in which the number of repeat of generating the self-similarity is varied according to the distance from the viewpoint. The image of an object, which varies its precision according to the distance from the viewpoint, is generated, based on the same recursive structure expression and on the number of repeating of varying according to the distance from the viewpoint.

The recursive structure expression and form specific parameters are made variable on real-time basis in the situation change of a game, and according to which in particular, rewriting of codes of the recursive structure expression, addition of a new code and deletion of a code are carried out. In the case the code to be processed is the one of a recursive call, the process returns to operating the code within the structure expression to call, after the recursive call is executed, the process is moved to operating the code within the structure expression to be called, and all code operations come to an end.



## LEGAL STATUS

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